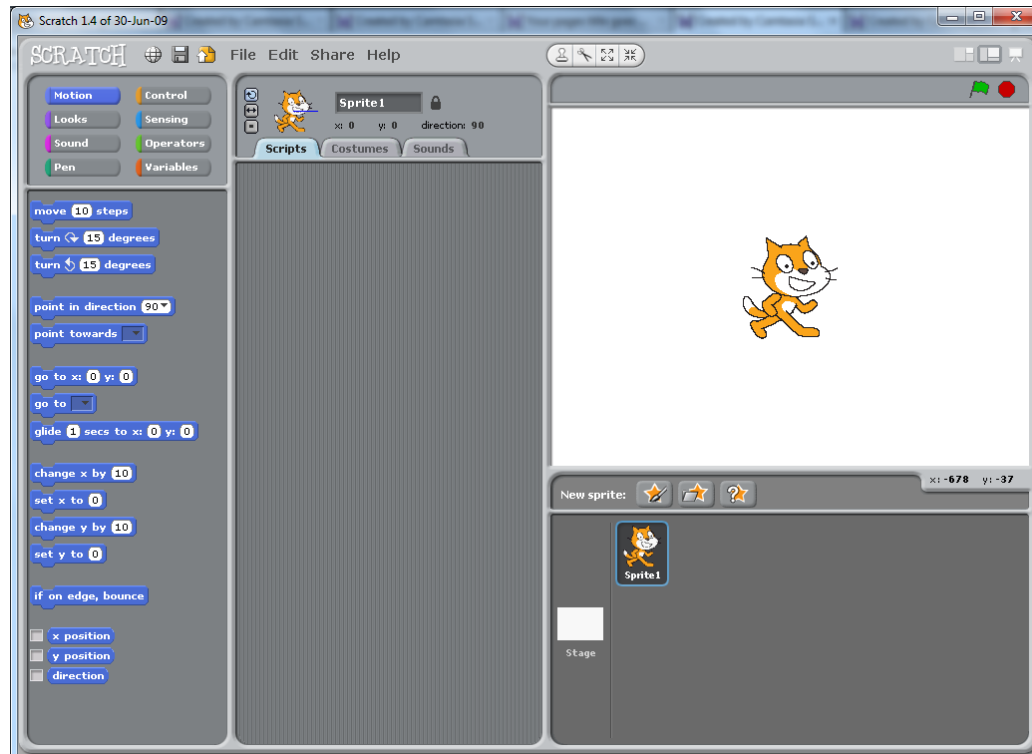


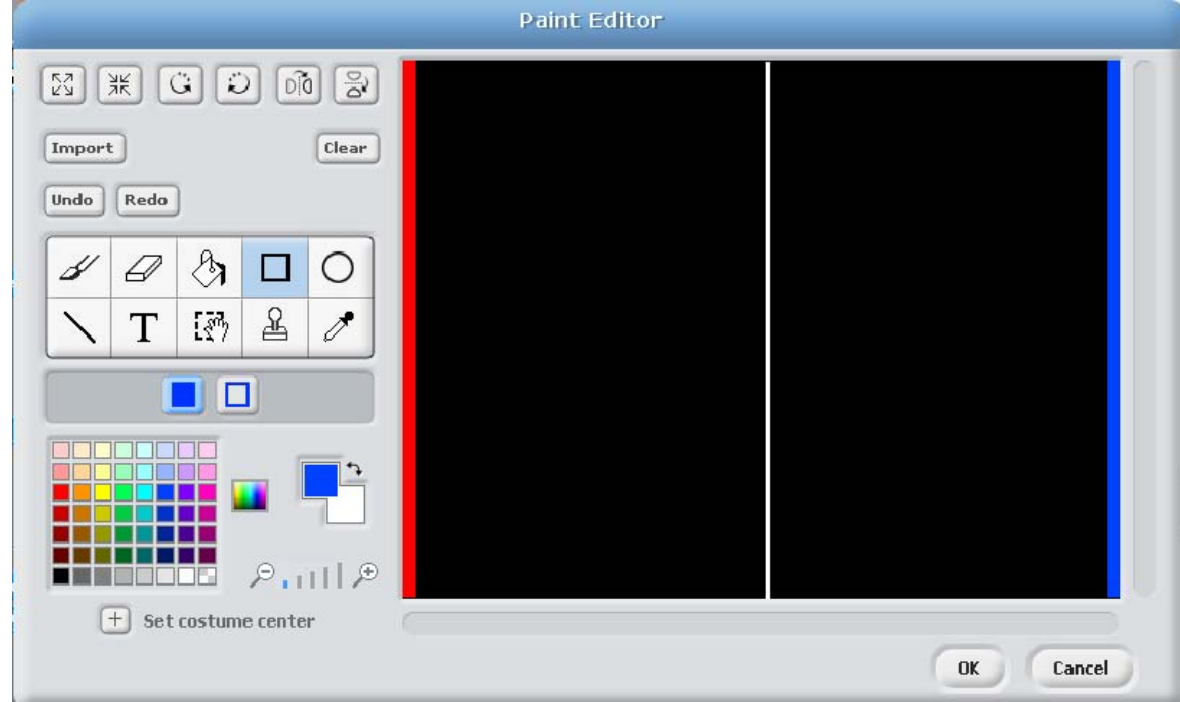
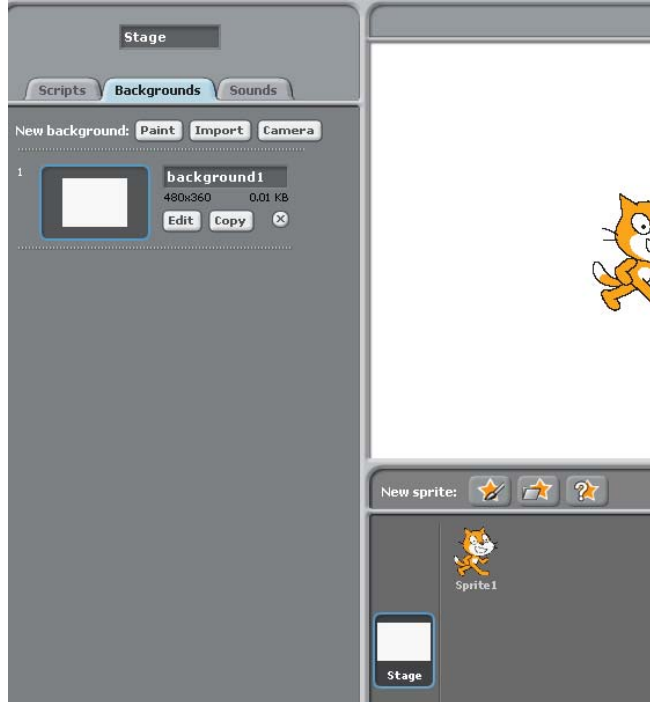
Getting Started – Open SCRATCH



1. Save As.
2. My Home Drive.
3. SCRATCH PROJECTS.
4. Pong.

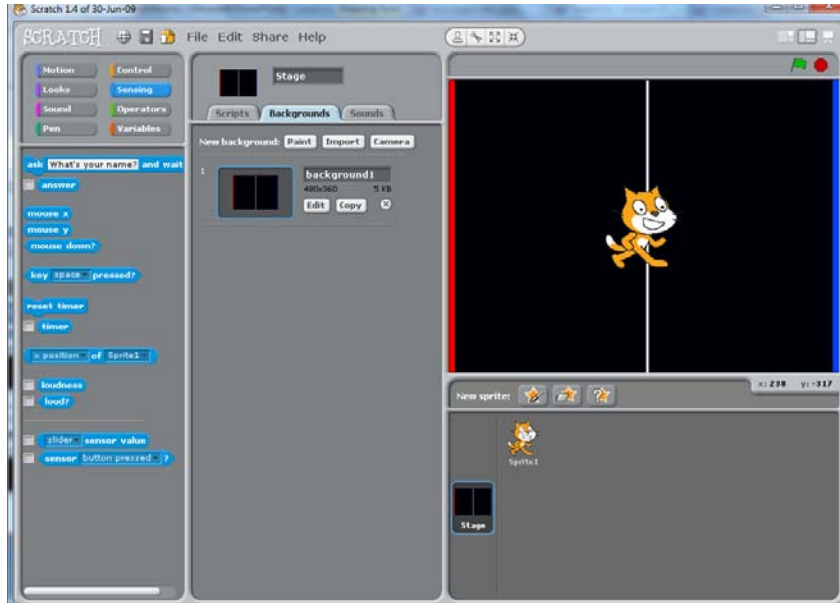
QUICK QUESTION:
Why are you saving your file BEFORE
you have changed anything?

Creating the background



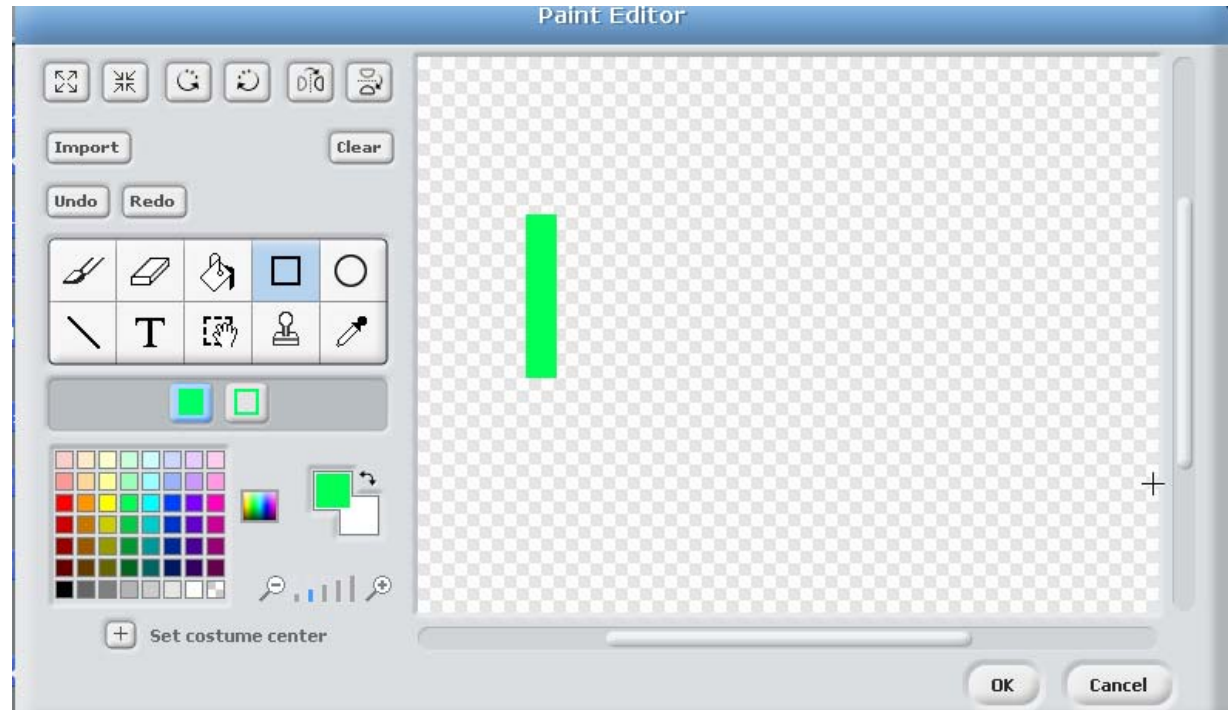
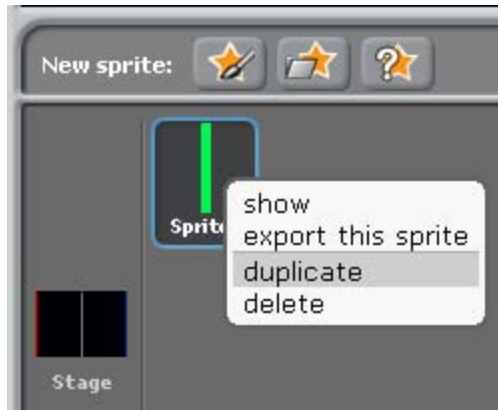
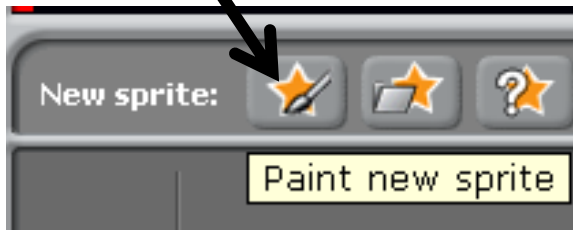
1. You need to select **stage** and **background**.
2. Use the **paint bucket** to colour in the background.
3. Use the **line tool** to create the centre line.
4. Use the **rectangle tool** to create the score zones in two contrasting colours – I have used red and blue in the example.

Creating the paddles part 1



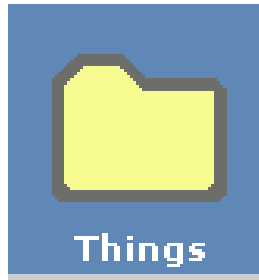
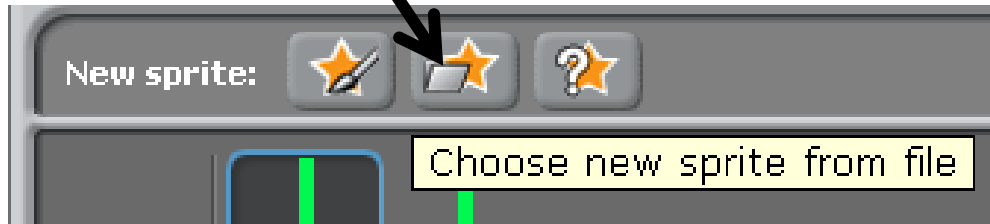
1. You need to **delete the cat sprite**.
2. **Right click** and select **delete**.

Creating the paddles part 2



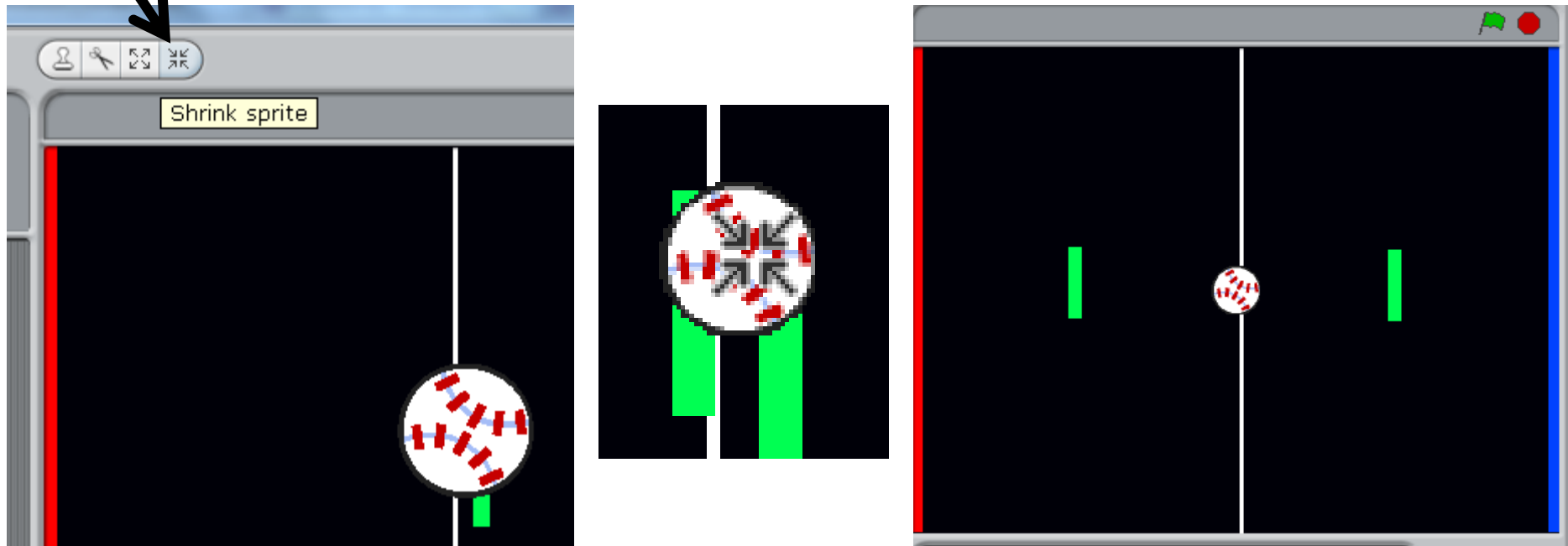
1. Select **paint new sprite**.
2. Use the **rectangle tool** to create a suitable paddle.
3. Select OK.
4. Right click to duplicate the paddle for player #2.

Creating the ball part 1



1. Select "Chose new sprite from file".
2. Select the "Things" folder.
3. Search for an appropriate ball sprite to use.
4. Press OK.

Creating the ball part 2



1. You need to shrink the ball using the **shrink sprite** tool.
2. Hover over the ball sprite and **click your mouse** to shrink it to an appropriate size for your game.
3. Then, re-arrange the assets to the “start position”.